


Portrait	Identity		Miscellaneous		305 Points
	✂ Name	Finnigor	Created	Jan 6, 2022 at 1:21 PM	0 Unspent
	Title	The Annihilist	Modified	Jan 13, 2022 at 10:45 AM	0 Race
	Organization		Player	Jollyfish	175 Attributes
	Description				110 Advantages
	✂ Gender	Male	✂ Height	4' 4"	-50 Disadvantages
	✂ Age	87	✂ Weight	71 lb	-5 Quirks
	✂ Birthday	July 19	Size	-1	35 Skills
	Religion		TL	4	40 Spells
			✂ Hair	Bald	
			✂ Eyes	Magicky	
			✂ Skin	Pale as a sheet	
			✂ Hand	Left	

Primary Attributes		Secondary Attributes		Humanoid				Encumbrance, Move & Dodge			
[0] <u>6</u> Strength (ST)		[0] <u>18</u> Will		Roll	Location	DR	Level		Max Load	Move	Dodge
[0] <u>10</u> Dexterity (DX)		[0] <u>18</u> Fright Check		-	Eyes	-9	3	0 None	7.2 lb	5	10
[160] <u>18</u> Intelligence (IQ)		[0] <u>18</u> Perception (Per)		3-4	Skull	-7	5	1 Light	14.4 lb	4	9
[0] <u>10</u> Health (HT)		[0] <u>18</u> Vision		5	Face	-5	3	2 Medium	21.6 lb	3	8
1d-4 Basic Thrust		[0] <u>18</u> Hearing		6-7	Right Leg	-2	3	3 Heavy	43.2 lb	2	7
1d-3 Basic Swing		[0] <u>18</u> Taste & Smell		8	Right Arm	-2	3	4 X-Heavy	72 lb	1	6
		[0] <u>18</u> Touch		9-10	Torso	+0	3	Lifting & Moving Things			
		[0] <u>5</u> Basic Speed		11	Groin	-3	3	7.2 lb Basic Lift			
		[0] <u>5</u> Basic Move		12	Left Arm	-2	3	14.4 lb One-Handed Lift			
				13-14	Left Leg	-2	3	57.6 lb Two-Handed Lift			
[9] <u>13</u> of <u>13</u> FP [Rested]				15	Hand	-4	3	86.4 lb Shove & Knock Over			
[6] <u>9</u> of <u>9</u> HP [Healthy]				16	Foot	-4	3	172.8 lb Running Shove & Knock Over			
[0] <u>26</u> of <u>26</u> Power Points				17-18	Neck	-5	3	108 lb Carry On Back			
				-	Vitals	-3	3	360 lb Shift Slightly			

Modifier	Reaction	Modifier	Condition
-2	from experienced NPCs	-2	on all HT rolls related to drinking
+2	from young or naive individuals who believe you are as good as you say you are		
-1	to orders, insults, or social slights		

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>Evisceration</b>	<b>Grapple</b>	<b>13</b>	<b>11</b>		<b>removes vital organ</b>	<b>C</b>	
Reach with one hand into a subject's body and withdraw a vital organ, leaving an open cavity. Extracting the brain instantly kills the body, but the brain itself may survive for a few minutes! Roll vs. HT each second; on a success, the brain remains alive and conscious but loses 1 FP; on a failure, it dies. While it survives, it can cast any spells it knows well enough to cast without ritual. Remember that the brain has no senses of its own and is therefore casting blindly.							
Extracting the heart demands a HT-6 roll each turn from the victim; on a failure he falls unconscious and dies five seconds later.							
Extracting other organs requires a HT roll at a penalty from 0 to -5 to remain conscious. Most extractions kill within a minute; however, some organ losses can be survived – a lung, a kidney, etc. In this case, the victim will still bleed seriously. Restoration is required to replace a lost organ.							
An extracted organ dies within a minute.							
<b>Heavy Cloak</b>		<b>0</b>	<b>No</b>	<b>0</b>	<b>-</b>	<b>-</b>	<b>-</b>
<b>Natural Attacks</b>	<b>Bite</b>	<b>10</b>	<b>No</b>	<b>No</b>	<b>1d-5 cr</b>	<b>C</b>	
<b>Natural Attacks</b>	<b>Kick</b>	<b>8</b>	<b>No</b>		<b>1d-4 cr</b>	<b>C,1</b>	
<b>Natural Attacks</b>	<b>Punch</b>	<b>10</b>	<b>10</b>		<b>1d-5 cr</b>	<b>C</b>	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	RcI	ST
<b>Heavy Cloak</b>	<b>Thrown</b>	<b>3</b>	<b>+1</b>	<b>Special</b>	<b>2</b>	<b>1</b>	<b>T(1)</b>	<b>-6</b>		<b>8</b>

Advantages & Disadvantages	Pts	Skills	SL	RSL	Pts
▼ <b>Other Advantages and Perks</b>	<b>48</b>	<b>Acrobatics</b>	<b>10</b>	<b>DX+0</b>	<b>4 B174</b>
<b>Magery 3</b>	<b>35 B66</b>	<b>Swimming</b>	<b>11</b>	<b>HT+1</b>	<b>2 B224</b>
<b>Natural Attacks</b>	<b>0 B271</b>	<b>Body Sense</b>	<b>13</b>	<b>DX+3</b>	<b>16 B181</b>
<b>Signature Gear (1x 16 point Powerstone Ring, 1x 3 point Powerstone Ring, 1x Heavy Cloak) 10</b>	<b>10 B85</b>	Default: Acrobatics - 3			
For equipment normally bought with money, each point gives goods worth up to 50% of the average campaign starting wealth (but never cash).		<b>Wrestling</b>	<b>13</b>	<b>DX+3</b>	<b>12 B228</b>
		<b>Thaumatology</b>	<b>18</b>	<b>IQ+0</b>	<b>1 B225</b>
Worth 5000\$					

Spells	Resist	Class	Cost	Maintain	Time	Duration	SL	RSL	Pts	
<b>Flight</b> Fly through the air under your own control, without wings, at Move 10. Flight speed is reduced normally by encumbrance. A flying character can move and fight normally, and has a combat advantage if above his foes (p. B402) Ritual: speak a word or two OR make a small gesture; Cost: -1		Regular	5	3	2 sec	1 min	18	IQ+0	1	M145



Spells	Resist	Class	Cost	Maintain	Time	Duration	SL	RSL	Pts	📖
<b>Create Air</b> Manufactures air where none exists. When cast where there is already air, it produces an outward breeze lasting about five seconds. When cast in a vacuum, it instantly creates breathable air. When cast within earth, stone, or other material, it fills any empty spaces with air, but does not burst the stone. When cast underwater, it makes bubbles! When cast on a one-yard-radius area, the spell creates about 45 cubic feet of air every second for five seconds; each cubic foot of air will last a single person at rest about a minute. However, in some environments the air created will rapidly dissipate into vacuum or bubble away. This spell cannot be cast inside a living being. Ritual: speak a word or two OR make a small gesture; Cost: -1		Area	1	-	1 sec	5 sec	19	IQ+1	1	M23
<b>Foolishness</b> The subject suffers -1 to his IQ and IQ-based skills (including spells) for every point of energy put into the spell. The GM may also require an IQ roll to remember complex things while under the influence of this spell. Ritual: speak a word or two OR make a small gesture; Cost: -1	Will	Regular	1-5	Half	1 sec	1 min	19	IQ+1	1	M134
<b>Lend Energy</b> Restores the subject's lost Fatigue Points, at an energy cost to the caster. Cannot increase the subject's FP score above its normal maximum. Ritual: speak a word or two OR make a small gesture; Cost: -1		Regular	1/pt	-	1 sec	Permanent	19	IQ+1	1	M89



Spells	Resist	Class	Cost	Maintain	Time	Duration	SL	RSL	Pts	
<b>Lend Vitality</b> Temporarily restores the subject's lost Hit Points, at an energy cost to the caster. Cannot increase the subject's HP score above its normal maximum. Since restored HP vanish after one hour and the spell cannot be maintained, this spell is only a stopgap measure. Ritual: speak a word or two OR make a small gesture; Cost: -1		Regular	1/pt	-	1 sec	1 hour	19	IQ+1	1	M89
<b>Minor Healing</b> Restores up to 3 HP to the subject. Does not eliminate disease or poison, but will cure damage caused by these things. This spell is risky if used more than once per day by the same caster on the same subject. If you try, roll at -3 for the first repetition, -6 for the second, and so on. If you have the Physician skill at level 15 or higher, a critical failure with this spell counts only as an ordinary failure – unless you are trying the spell more than once per day on the same subject. Ritual: speak a word or two OR make a small gesture; Cost: -1		Regular	1-3	-	1 sec	Permanent	19	IQ+1	1	M91
<b>Purify Air</b> Removes all impurities from the air in its area of effect. It is often used to neutralize the effects of poisonous gas or vapors. Note that a room full of smoke may safely be purified one section at a time – but truly deadly vapors must all be removed at once, or some may escape. This spell can also turn old "stale" air into fresh breathable air. The air in a one-yard radius, if not renewed from the outside, lasts 45 minutes for one person at rest, or less for multiple persons or someone violently exercising (GM's discretion). Ritual: speak a word or two OR make a small gesture; Cost: -1		Area	1	-	1 sec	Instant	19	IQ+1	1	M23

Spells	Resist	Class	Cost	Maintain	Time	Duration	SL	RSL	Pts	
<b>Steal Energy</b> Take FP from the subject to restore your own lost fatigue. The subject must either be willing or totally helpless (e.g., bound or unconscious). The caster must touch the subject. This works on living, sapient subjects only! The spell stops when the caster's FP is fully restored, when the caster decides to stop, or when the subject's FP reaches 0 and the subject falls unconscious. Ritual: speak a word or two OR make a small gesture; Cost: -1		Regular	0	-	1 min per 3 FP drained	Permanent	19	IQ+1	1	M150
<b>Steal Vitality</b> Take HP from the subject to heal your own injuries. The subject must either be willing or totally helpless; the caster must touch the subject. This works on living, sapient subjects only! The spell stops when the caster's HP is fully restored, when the caster decides to stop, or when the subject's HP reaches -1 (which automatically kills the subject). Ritual: speak a word or two OR make a small gesture; Cost: -1		Regular	0	-	1 min per 3 HP drained	Permanent	19	IQ+1	1	M150

Spells	Resist	Class	Cost	Maintain	Time	Duration	SL	RSL	Pts	📖
<b>Blink</b> Avoid an attack by teleporting instantly out of its way and into an open spot nearby. A spot is not open if someone is standing in it; any lesser obstruction is "open" for the purpose of this spell. The caster may Blink to any unoccupied spot within 3 yards, in any direction. The caster's facing remains unchanged. The caster must roll against his Body Sense skill to act on his next turn (p. B181). If there are no open spots within 3 yards, the spell will fail. For combat purposes, the "blink" is treated as a dodge that succeeds automatically if the spell roll is made. A critical failure on this spell is treated like a Teleport critical failure, except that the caster rarely goes more than a mile. This is also a Gate spell. Ritual: none; Time: x1/2, rounded up, min 1 sec		Blocking	2	-	1 sec	Instant	20	IQ+2	2	M148
<b>Daze</b> The subject looks and acts normal, but does not notice what is going on around him, or remember it later. A dazed guard stands quietly while a thief walks past! Any injury, or successful resistance to a spell, causes the subject to snap out of the daze and return to full alert status. Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2	HT	Regular	3	2	2 sec	1 min	20	IQ+2	2	M134
<b>Drunkenness</b> Max 5 points Makes the victim temporarily intoxicated: he is loud, cheerful, and badly coordinated. Both IQ and DX are reduced by the amount of energy put into the spell. If the victim is a PC, he should be told he feels drunk, and encouraged to roleplay it! When the spell ends, it does so instantly (no hangover). Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2	Will	Regular	1/pt of IQ & DX loss	Half	2 sec	1 min	20	IQ+2	2	M136

Spells	Resist	Class	Cost	Maintain	Time	Duration	SL	RSL	Pts	📖
<b>Evisceration</b> Reach with one hand into a subject's body and withdraw a vital organ, leaving an open cavity. Extracting the brain instantly kills the body, but the brain itself may survive for a few minutes! Roll vs. HT each second; on a success, the brain remains alive and conscious but loses 1 FP; on a failure, it dies. While it survives, it can cast any spells it knows well enough to cast without ritual. Remember that the brain has no senses of its own and is therefore casting blindly. Extracting the heart demands a HT-6 roll each turn from the victim; on a failure he falls unconscious and dies five seconds later. Extracting other organs requires a HT roll at a penalty from 0 to -5 to remain conscious. Most extractions kill within a minute; however, some organ losses can be survived – a lung, a kidney, etc. In this case, the victim will still bleed seriously. Restoration is required to replace a lost organ. An extracted organ dies within a minute. Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2	HT or IQ	Melee	10	-	5 sec	Instant	20	IQ+2	4	M154
<b>Itch</b> Causes the subject to itch fiercely in a spot of the caster's choice. The subject is at -2 DX until he takes one full second to scratch (more, if armor, etc. is in the way!). Only one Itch spell can affect a given subject at a time. Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2	HT	Regular	2	-	1 sec	Until scratched	20	IQ+2	2	M35

[illegible]

Spells	Resist	Class	Cost	Maintain	Time	Duration	SL	RSL	Pts	📖
<b>Madness</b> The subject is driven temporarily insane; this should be roleplayed. The caster selects the severity of madness he wishes to inflict, and the GM decides which madness at that severity is appropriate to the situation (rolling a die is a perfectly acceptable way to make this decision). On a critical success, the caster may select the madness to be inflicted. Unless noted otherwise, each madness is identical to the disadvantage of the same name. Some madnenses are equivalent to disadvantages that require self-control rolls. The subject always fails his self-control rolls against the magical madness. Mild: Delusion [-5], Flashbacks [-5], Phantom Voices [-5], Phobia [-5]. Moderate: Bestial [-10], Confused, Delusion [-10], Flashbacks [-10], Paranoia [-10], Phantom Voices [-10]. Severe: Berserk, Bestial [-15], Chronic Depression, Delusion [-15], Hallucinations (as the Hallucinating incapacitating condition, p. B429), Phantom Voices [-15]. Extreme: Catatonia (as the Daze incapacitating condition (p. B428), but the subject cannot snap out of it until the spell ends), Flashbacks [-20]. Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2	<b>Will-2</b>	<b>Regular</b>	<b>2/3/4/6</b>	<b>Half</b>	<b>2 sec</b>	<b>1 min</b>	<b>20</b>	<b>IQ+2</b>	<b>2</b>	<b>M136</b>

[illegible]

Spells	Resist	Class	Cost	Maintain	Time	Duration	SL	RSL	Pts	📖
<b>Teleport</b> Instantly moves the caster to another location. However, the farther away the target spot is, the more energy is required, and the greater is the skill penalty, as follows: Normally, you may only teleport to a place you are looking at or one you are familiar with. Penalties: -2 for a place you have "seen" only through the mind or memories of another, or via television; -2 for a place you have not seen within a month (except, perhaps, your own home!); and -1 to -3 for a place seen only briefly. This spell is dangerous, too. If you fail your roll by 1, you take 1d damage and arrive at your destination physically stunned (HT roll to recover). If you miss your roll by more than 1, you suffer no physical injury – but you go somewhere else. The location is up to the GM! A critical failure with this spell can send the caster anywhere the GM likes – make it interesting! – and cause physical injury, as long as it doesn't kill the caster outright. Even a successful teleport can be confusing. A wizard must roll vs. his Body Sense skill (p. B181) in order to act on the same turn in which he teleports. A failed roll means disorientation – no actions except defense are possible on that turn. A critical failure means he falls down, physically stunned. A teleporter arrives in the same position he started in. He may be facing a different direction, but this makes it more likely that he will be disoriented on arrival: -2 to change facing, -5 to go from vertical to horizontal or vice versa! Anything carried on your person, up to "heavy" encumbrance, goes with you. You can also take one person with you by holding hands. If the		<b>Special</b>	<b>Varies</b>	-	<b>1 sec</b>	<b>Instant</b>	<b>20</b>	<b>IQ+2</b>	<b>4</b>	<b>M147</b>



✓	⚙	Carried Equipment (5 lb; \$5,966)	Uses	\$	🛒	🏠	🏠	🏠	🏠
✓	1	▼ Signature Gear (Max \$5000 value)		0	0 lb	4,966	5 lb		
✓	1	Sapphire Sheep Ring (16 Point Powerstone Ring (Signature Gear)) Provides 16 Power Points for Spellcasting		4,636	0 lb	4,636	0 lb		
✓	1	Silver Ring (3 Point Powerstone Ring (Signature Gear)) Provides 3 Power Points for Spellcasting.		280	0 lb	280	0 lb		
✓	1	Heavy Cloak		50	5 lb	50	5 lb	B287	
✓	1	▼ Other Equipment		0	0 lb	1,000	0 lb		
✓	1	7 Point Powerstone Ring Provides 6 Power Points for Spellcasting.		1,000	0 lb	1,000	0 lb		

Notes

▼ BACKSTORY!

An Annihilist is what happens when you give a nihilist highly destructive magic powers. Most Annihilists end up as cultists or understudies for the evil overlord who take over in the final act.

Finnigor is an eccentric Annihilist for a number of reasons, for one he still has all of his family members in tact, he regularly calls his mother even. His childhood was actually quite happy, perhaps too happy, he was never really told no, not even when he made a tornado which ripped half the village's roofs off. He flew through mage college at an alarming rate, since he didn't have any qualms about testing his spells anywhere and everywhere he quickly gained a strong grasp on them, (though he also earned the ire of all of his classmates, and was nearly expelled 13 times). In truth, Finnigor sees the world as a personal playground, if nothing matters, then it doesn't matter what he does to anything.

Finnigore was approached by evil overlords to be, foolish kings looking for a head mage or advisor, and even a cult following who offered to make the world his. He just shrugged it all off and caused havoc wherever he went instead. For 63 years he was unopposed until he spotted a poster for the arena. He figured his time was coming soon, so why not throw it all away on one last party, and every gladiator would be invited. He signed on under a certain benefactor, this one had primarily used beasts and monsters, but then what is a madman unfettered but a monster in his own right. So it was that Finnigor joined the arena to bring chaos to all.

#### ▼ Spell Notes

Windstorm Time to cast:

The storm starts immediately, but the caster must concentrate for a number of seconds equal to the storm's radius in yards to bring the storm to full strength.

#### CASTER AND SUBJECT

The "caster" of a spell is the person who is attempting to cast it.

The "subject" of a spell is the person, place, or thing upon which the spell is cast. If you are casting a spell on yourself, you are both caster and subject. The subject can also be another being, an inanimate object, or even a patch of ground. If the subject is a place, the caster can "touch" it by extending a hand over it or touching the ground, as appropriate for the spell.

#### CRITICAL SPELL FAILURE TABLE

Roll 3d on the table below. If the result is inappropriate – or if it is the result that the caster intended – roll again. The GM is free to improvise instead of using the table.

Improvisations should be appropriate to the spell and the situation, and should never kill the caster outright.

3 – Spell fails entirely. Caster takes 1d of injury.

4 – Spell is cast on caster (if harmful) or on a random nearby foe (if beneficial).

5-6 – Spell is cast on one of the caster's companions (if harmful) or on a random nearby foe (if beneficial).

7 – Spell affects someone or something other than its intended target – friend, foe, or random object. Roll randomly or make an interesting choice.

8 – Spell fails entirely. Caster takes 1 point of injury.

9 – Spell fails entirely. Caster is stunned (IQ roll to recover).

10-11 – Spell produces nothing but a loud noise, bright flash of light, awful odor, etc.

12 – Spell produces a weak and useless shadow of the intended effect.

13 – Spell produces the reverse of the intended effect.

14 – Spell seems to work, but it is only a useless illusion. The GM should do his best to convince the wizard and his companions that the spell did work!

15-16 – Spell has the reverse of the intended effect, on the wrong target. Roll randomly.

17 – Spell fails entirely. Caster temporarily forgets the spell. Make an IQ roll after a week, and again each following week, until he remembers.

18 – Spell fails entirely. A demon or other malign entity appropriate to the setting appears and attacks the caster. (The GM may waive this result if, in his opinion, caster and spell were both lily-white, pure good in intent.)

#### DISTRACTION AND INJURY

If you use an active defense against an attack, or are knocked back, knocked down, injured, grappled, or otherwise distracted while concentrating, make a Will roll at -3 to continue casting your spell. On a failure, your spell is spoiled and you must start over.

If you are stunned while concentrating, your spell is automatically spoiled.

If you are injured but not stunned while concentrating, and succeed on the roll to avoid distraction, you may cast your spell.

However, the shock

penalty for your injury will reduce your effective skill. See Shock (p. B419) for details on shock

M7

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**TIME REQUIRED**

Most spells take one second to cast.

Take the Concentrate maneuver for one turn and attempt your skill roll at the end of your turn. If you succeed, the spell takes effect instantly.

Whether you succeed or fail, your turn ends as soon as you roll the dice. No one can interrupt a one-second spell unless he took the Wait maneuver on his own turn before the caster began concentrating.

Example: Patrick wants to cast Create Fire, a one-second spell. On his turn, Patrick says, "I'm concentrating on Create Fire." This uses his entire turn. He then rolls the dice for his spell. If he succeeds, he creates fire – but either way, Patrick's turn ends.

Aidan, standing next to him, cannot try to disrupt the spell unless he took the Wait maneuver before Patrick's turn began.

Some spells take more than one second to cast. This requires multiple, consecutive Concentrate maneuvers in combat.

Make the skill roll at the end of the last turn of concentration. You may "abort" an unfinished spell before it is cast, at no penalty, but you must start over if you wish to try again. Example: If a spell takes three seconds to cast, you must spend three turns doing nothing but concentrating. You roll the dice at the end of your third turn.

Blocking spells may be cast without concentrating, during a foe's turn, to defend against an attack. See Blocking Spells (pp. 12-13).

**ENERGY COST**

Each spell has an energy cost.

When you cast the spell, you must pay this cost in either FP or HP. The better you know the spell, the less energy you need to cast it. If you know it well enough, you can cast it at no cost.

Exception: Never reduce the cost of a Blocking spell; see Blocking Spells (pp. 12-13).

If your base skill with a spell – modified only by the -5 for low mana, if applicable – is 15 or more, reduce the cost to cast the spell by 1. If you have skill 20 or more, reduce cost by 2. Cost continues to decrease by 1 per full five skill levels beyond skill 20. Apply the same reduction to the cost to maintain

a spell. Calculate the entire cost for a spell (for instance, by multiplying cost for the size of the subject or the area affected) before applying energy cost reductions for high skill. Energy is still going into the spell, but your skill lets you draw it from the surrounding mana instead of supplying it yourself!

You normally pay the energy cost of a spell in FP. You can recover lost FP by resting. A mage with the Recover Energy spell (p. 89) recovers FP faster than normal.

**Burning HP**

You may also expend life energy to pay the cost of a spell. Mark off some or all of the cost against HP instead of FP – the spell is actually harming you! You are at -1 on your spell roll per HP used. This is instead of the usual shock penalty for injury, and High Pain Threshold has no effect.

Using HP to power spells is dangerous, but it may be necessary if you are badly fatigued and must cast another spell. You may "burn" HP until you fall unconscious. Should a failed HT roll indicate that you have died, you do not actually spend the HP.

Instead, you fall unconscious.

Treat HP lost this way just like any other injury.

**LIMITS ON EFFECT**

The effects of many spells vary with the energy spent. For instance, a healing spell might heal 1 HP per energy point, or a combat spell might inflict 1d damage per point.

If the spell description sets no upper limit, then you may spend as much energy as you can afford! The more you spend, the greater the effect.

If the spell specifies a finite range of effects and associated energy costs, though, you cannot exceed the upper limit without a high level of Magery (see below).

If either type of variable spell is cast on the same subject more than once, only the spell with the most powerful effects counts – multiple instances of a given spell do not "stack" or add in any way. Spells that heal, damage, or otherwise permanently affect the subject are an exception: you may cast such spells repeatedly, healing or damaging the subject by the full amount each time.

**Magery and Effect**

Talented mages may exceed the usual limits for spells that allow a finite number of "levels of effect" (dice of damage, bonuses to skill, etc.). The upper limit is the higher of the standard number of levels or the caster's Magery level.


Example: Major Healing (p. 91) allows you to spend 1, 2, 3, or 4 energy points to heal 2, 4, 6, or 8 HP. It has four levels of effect. Magery 10 would let you revise this limit to 10 levels of effect – you could spend 1-10 energy points to heal 2-20 HP!

The GM is free not to use this rule if he thinks it would be unbalanced. Of course, if he puts a limit on the highest level of Magery available, this will not be a problem!

M7-8

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Notes		
<p><b>Secret Spells</b></p> <p>It is rarely clear what spell a wizard is casting while he's casting it – especially if he knows it well enough to cast it silently! In general, if a spell has no obvious visible effect (unlike Fireball), it can be kept a secret. This can make magical battles much more interesting, when only the GM knows exactly what spells are in effect and on whom.</p> <p>Even if the spell is audible, observers may have to make a Thaumatology roll to recognize a spell they do not themselves know.</p> <p>Observers without Thaumatology are completely out of luck!</p>		M9
<p><b>DURATION OF SPELLS AND MAINTAINING SPELLS</b></p> <p>Some spells produce an instantaneous effect when cast and then end immediately. Other spells last for a fixed “duration” (given for the particular spell, but most often one minute) and then wear off – unless you maintain them.</p> <p>If you can maintain a spell, the energy cost to do so appears alongside the cost to cast. When the spell reaches the end of its duration, you may continue the spell by paying its maintenance cost. If you do, the spell endures for another interval equal to its duration. This takes no time and requires no skill roll. Distance is not a factor.</p> <p>Example: The Light spell (p. 110) notes “Duration: 1 minute” and “Cost: 1 to cast; 1 to maintain.” It ends after a minute unless, at the end of that minute, you spend one more energy point to maintain it. If you do, it lasts another minute.</p> <p>You may repeat this process for as long as you wish, provided you can supply the required energy. As long as you are conscious, you will know when one of your spells needs to be renewed. However, you cannot maintain a spell while you sleep, and you cannot “hand off” a spell to someone else so he can maintain it for you.</p> <p><b>High Skill and Cost to Maintain</b></p> <p>Energy cost reduction for high skill also applies to the cost to maintain a spell. This can reduce maintenance cost to 0. For instance, if you know a spell at skill 15-19, you may reduce its maintenance cost by 1; if this cost is 1 to begin with, you can maintain the spell indefinitely at no energy cost!</p>		M9-10

### Concentration and Maintenance

You can maintain a spell without concentration unless the spell requires constant manipulation and change; e.g., to maneuver a levitating object. Spells like this require you to take the Concentrate maneuver only. If you are distracted, injured, or stunned, you must make a Will roll at -3. If you fail, the spell does not end, but it remains in precisely the state it had when you were distracted, and does not respond to change until you can concentrate on it again. On a critical failure, the spell ends. Casting another spell does not break concentration, but you suffer a skill penalty for doing two things at once (see Casting Spells While Maintaining Other Spells, below).

### Changing Maintained Spells

A spell with a variable area of effect cannot be expanded after it has been cast. However, a wizard may choose to maintain only part of a spell's area, paying the maintenance cost for only a portion of the original area affected.

### Duration Types

There are five classes of duration for spells: instantaneous, temporary, lasting, permanent, and enchantment.

Instantaneous spells produce an instant effect when cast and then end immediately. Note that some instantaneous spells appear to last longer because they leave behind a persistent but nonmagical effect – Flesh to Stone, for example, instantly turns a living being to stone and ends, leaving behind a stone statue.

Temporary spells are spells that require the continuing expenditure of energy to maintain. If it has a cost to maintain, it is most likely a temporary spell. Only temporary spells count as spells “on” (see below).

Lasting spells do not require maintenance, but have a limited effective duration. Typically, they last until some event ends the spell. Bless is a good example; the spell lasts until the blessing is used.

Permanent spells create a magical effect that lasts indefinitely. Zombie is a good example: the magic force that animates the body persists until the body has been physically destroyed. A permanent spell, unlike temporary and lasting spells, does not end in a no-mana zone, but it is suspended until the subject leaves the zone. At that point the spell resumes.

Enchantments produce a still more enduring magical effect – usually one that generates other magical effects in turn.

Enchantments are not dispelled by spells like Dispel Magic or Remove Curse. Like permanent spells, enchantments are suspended, not dispelled, by no-mana zones.

### Spell Endurance

Spells usually resist other spells or attacks with the effective skill of the wizard who cast them. Some temporary and lasting spells, however, can be whittled away by repeated assaults.

Such spells are said to have Endurance. Like an enchantment's Power, a spell's Endurance at casting time is equal to its caster's effective skill. However, it may be reduced by later events. A spell's description always discusses whether the spell has Endurance and at what Endurance the spell fails and dissipates.

### One Try

Some spells only provide a wizard with one chance. These spells note “One Try” in their descriptions. If such a spell fails, the caster (and any assistants) may not try that spell again on the same subject. Some spells permit only a single try within a given time period – “one try per week,” for example.

In this case, the caster(s) may try again after the appropriate time has passed. If no time period is specified, the caster(s) may never try again.

### CASTING SPELLS WHILE MAINTAINING OTHER SPELLS

You can only cast one new spell at a time. However, you can cast new spells before older ones end. Apply the following modifiers whenever you cast spells while you have other spells active:

-3 per spell you are concentrating on at the moment. See the individual spell descriptions to learn which spells require concentration.

-1 per other spell you have “on” at the moment. Only temporary spells carry this penalty.

### INFORMATION ON SPELL CLASSES

#### Blocking Spells

A Blocking spell is cast instantly as a defense against either a physical attack or another spell. It is the magical equivalent of a block, parry, or dodge (and often counts as one of these defenses; see the spell description for details). You may cast only one Blocking spell per turn, no matter how skilled you are. You cannot attempt a Blocking spell against a critical hit.

If you try a Blocking spell, it automatically interrupts your concentration. You lose any spell you were preparing, exactly as if you had failed the Will roll to resist a distraction. If you are holding (not casting) a Melee spell, it is unaffected. If you are holding a Missile spell, you cannot enlarge it further but may retain it for later use.

Blocking spells do not get an energy cost reduction for high skill.

### Powerstone Costs

The Powerstone is an essential tool for a wizard. Even a mana source with only a few points' capacity can extend his magical efficacy immensely. As such, they are hotly sought after.

A typical Powerstone for sale is quirk-free. Powerstones with a single noncrippling quirk are usually marked down about 10%; Powerstones with multiple quirks or a single crippling one are marked down at least 50%.

The following assumptions are incorporated into the table below.

Materials: The cost of an object suitable to be enchanted into a Powerstone of capacity P in an energy-effective manner is equal to:

$\$10 \times P^2 + \$40 \times P$ . However, 1 in 54 castings of the Powerstone spell causes a critical failure that destroys the object.

Powerstone prices account for this risk; hence, the true materials cost is divided by 53/54 to the power of P.

Labor: Assuming the default \$1/point of energy cost, each casting of the Powerstone spell costs \$20. The possibility of failure is already incorporated into the \$1/point figure, so labor costs are simply  $\$20 \times P$ .

Capacity:Cost

1:70

2:165

3:280

4:425

5:595

6:790

7:1,000

8:1,300

9:1,550

10:1,900

12:2,650

15:4,050

20:7,350

25:12,000

30:18,500

35:27,000

40:38,000

45:52,000

50:69,500

60:120,000

70:195,000

80:300,000

90:460,000

100:675,000

M20

### Powerstones

Since a wizard can only use one Powerstone at a time, a large Powerstone is more useful than a handful of small ones. A large Powerstone can be used to cast a large spell; a group of small ones can be used one at a time to help maintain a spell, but cannot be used all at once.

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